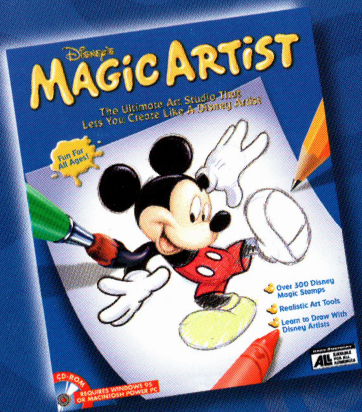
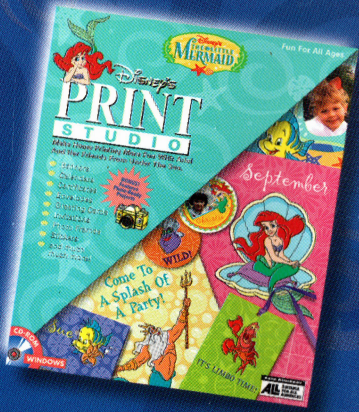


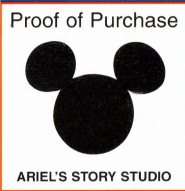
Look For These Other Great Titles From Disney Interactive!



Disney's Magic Artist



Disney's Print Studio, *The Little Mermaid*



Published by Disney Interactive,
500 South Buena Vista St., Burbank CA 91521 © Disney B4720



Disney Presents Ariel's Story Studio

Stories are bubbling up from beneath The Little Mermaid's magical sea, and you're about to swim right into them. Read and play in an amazing story, enjoy fun activities, learn fun fish facts, design virtual underwater scenes and sing along with your favorite Little Mermaid tunes. Print out your stories in full color or print coloring book pages and color them by hand. Collect Fun Fish Fact Cards. Ready? Dive in!

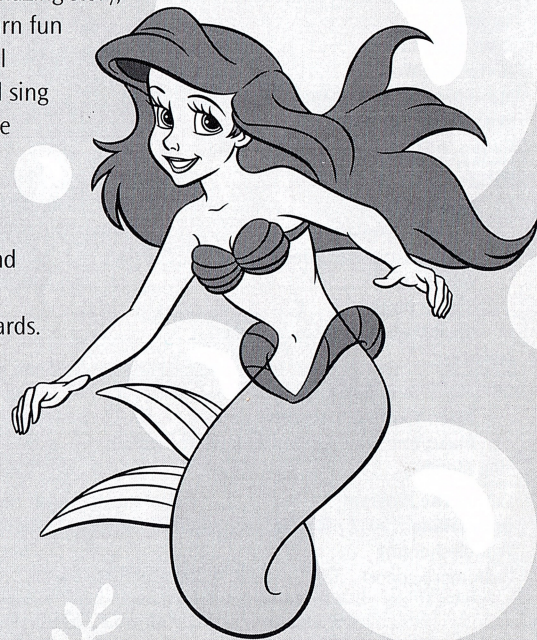


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Minimum System Requirements

Windows® 3.1x or Windows 95

- ☐ 486/66 MHz or faster processor
- ☐ Microsoft® Windows 95, 3.1 or later
- ☐ 16MB RAM and 30MB free disk space
- ☐ Microsoft-compatible mouse
- ☐ Standard AT-101 keyboard
- ☐ 256-color VESA or PCI local bus video card
- ☐ 16-bit sound card
- ☐ Double-speed (2X) CD-ROM drive (or better)

Macintosh®

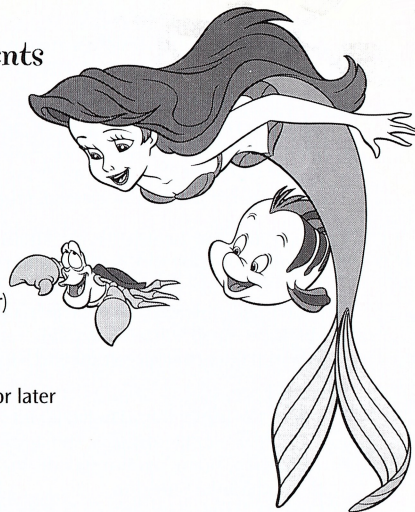
- ☐ 68040 or faster processor
- ☐ System 7.1 (largest unused block: 8500K) or later
- ☐ 16MB RAM and 30MB free disk space
- ☐ 256 color video display
- ☐ Double-speed (2x) CD-ROM drive

Installing

Exit all other programs and applications when installing and running Ariel's Story Studio. Also exit any active screen savers, utility programs, anti-virus programs, or shell programs to assure that the maximum amount of RAM is available for your system to run the program as quickly and smoothly as possible.

Windows 3.1x

1. Start Windows if Windows is not already running.
2. Insert the **Ariel's Story Studio** CD in the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
3. From Program Manager, click on the **File** menu and select **Run**.
4. In the **command line** field of the dialog box, type **d:\setup** (if your CD-ROM drive is not designated by the letter "d", substitute the appropriate drive letter). Click on **OK** to begin the installation.



5. Follow the on-screen prompts and instructions to complete the installation.

Windows 95

1. Start Windows, if Windows is not already running, and insert the Ariel's Story Studio CD in the CD-ROM drive. Use a disc caddy if your CD-ROM requires one.
2. If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD is inserted in the CD-ROM drive. Click on **Setup** and then follow the on-screen prompts to complete the installation.

If the introduction screen does not appear, proceed as follows:

1. From the Taskbar, click on **Start** and point to **Settings**; from the Settings sub-menu, click on **Control Panel** to open the Control Panel window.
2. In the Control Panel window, double-click on the **Add/Remove Programs** icon.
3. From the Install/Uninstall tab, click on **Install** to begin the installation.
4. Follow the on-screen prompts and instructions to complete the installation.

Macintosh

1. Insert the **Ariel's Story Studio** CD into your CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. From the window, double-click on the **Ariel's Story Studio Installer** icon to launch the installation program.
3. Click on **Setup**, then click on **Install** (to install the program on your hard drive) or **Custom** (to specify another location).
4. Follow the onscreen instructions.

Starting the Program

Make sure you have successfully installed Ariel's Story Studio. See the previous section for installation instructions. When you are sure that the program has been successfully installed, exit all other programs and screen savers and insert the Ariel's Story Studio CD into the CD-ROM drive.

Windows 3.1x

From the Program Manager, double-click the **Disney Interactive** program group to open it, then double-click on the **Ariel's Story Studio** icon to begin playing.

Windows 95

If your CD-ROM drive is AutoPlay-compliant, an introduction screen will automatically appear when the CD-ROM is inserted in the CD-ROM drive. Click on **Play** to start. If the introduction screen does not appear, click on **Start** and point to **Programs**; from the Programs sub-menu, point to **Disney Interactive**, click on **Ariel's Story Studio** and click on **Play**.

Macintosh

From the **Ariel's Story Studio** window, double-click on the **Ariel's Story Studio** icon to launch the program.

Helpful Tips

The seashell is your cursor. When it is black, you can click on that area to make something happen. Sometimes different things happen when you click the same object a second or third time! Clicking on certain objects will also bring you into various activities and sing-alongs.

Click on the friendly starfish to enter a creative activity, such as "Make Your Own Storybook," "Make Your Own Music" and "Make Your Own Grotto (Underwater Scenes)". Click twice on the **arrows** at the far right and far left of each screen to move to the next or previous screen.

At the bottom right of every screen you'll see the Seahorse. Click on him to quit or to go to Pick-A-Page where you can jump to any story screen or activity. If you change your mind and don't want to quit or go to Pick-A-Page, click anywhere else on the screen to continue playing.

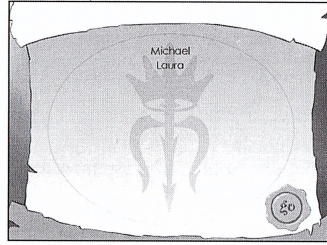
To forward through any read-along words or activity instructions, simply click anywhere on the screen.

Key Commands

Spacebar	Go directly to Pick-a-Page
Right Arrow	Move ahead to next story screen
Left Arrow	Move back to previous story screen
Command + Q (Mac)	Quit and returns to desktop
Alt + F4 (Windows)	Quit and returns to the Program Manager or Win 95 desktop

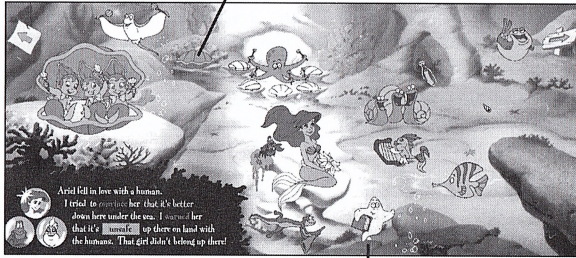
Sign In

At the sign-in screen, type in your name on the scroll, then click the green “go” seal at the bottom right. If you’re returning, click on your name.



Read And Play

As one of the characters reads the story, the words highlight, phrase by phrase. To hear the story read again, click on the narrator bubble that has the special star highlight. To hear the other two characters’ comments, click on their bubbles.



“bandshell” for sing-alongs

starfish for activities

Click on the characters and objects in the screen for surprises, on the starfish for activities, and on the “bandshells” for sing-alongs.

Learn New Words

Click on any red-highlighted word and a ship will sail by with a definition poem, explaining the meaning of the word. When you click on a word in a box, it changes to another word that means the same thing.

Move Around In The Story

To advance to the next screen in the story, click on the arrow that’s pointing right. If you’re ready to go, click it again. If you’re not ready to go, click anywhere else on the screen.

To return to the previous screen, click on the arrow that’s pointing left. If you’re ready to go, click it again. If you’re not ready to go, click anywhere else on the screen.

Three story screens are extra-large, allowing you to pan to the left and right or up and down by moving your cursor to the far side(s) of the screen.

Skip To Your Favorite Page

Click on the Seahorse, in the lower right corner of every story screen, then click on the Pick-a-Page scroll. From the Pick-a-Page screen, click on the picture of your favorite story screen or activity.

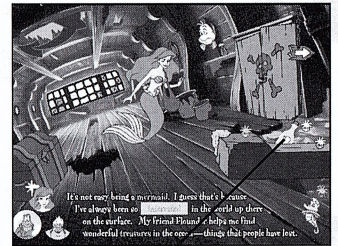
If you change your mind before you click on the Pick-a-Page scroll, you can return to the story by clicking on the screen outside the Seahorse.

Games 'n Things

Stickers in a Bottle

(All story screens)

On each story screen, look for the very special message-in-a-bottle. Click on it to reveal a special sticker that you can use later in the Make Your Own Storybook activity. There are five possible stickers per story screen. Keep coming back to the screen to collect them all!

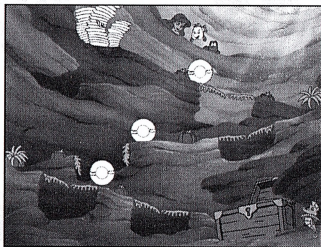


Sticker in a Bottle

Rolling Plates

(Ariel's Grotto)

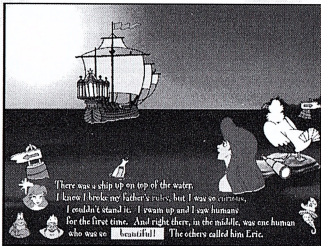
Help Ariel put away her china plates by rolling them down the ramps to their box. To begin, click on the stack of dishes at the top of the ramp. A plate will keep rolling until it encounters an obstacle or an open trap door. If you click on a sea anemone it will puff up so that a plate can bounce off of it. Click again and it will squish down so the plate can roll over it. If you click on the sea kelp it becomes a trap door that a plate can fall through. Click again to close the trap door.



Scuttle's Spyglass

(Eric's Ship)

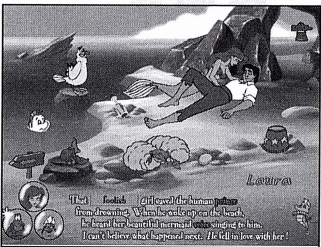
Click the spyglass to see a close-up of what's happening on Eric's ship. Move your cursor to see different people and areas of the ship. Click on them to see them come to life. To stop using the spyglass, move the spyglass circle completely off the edge of the screen. See if you can find the name of the ship!



Dig for Little Treasures

(Seashore)

First pick up your digging tool, the little sand crab (can you find where he's hiding?). Click on each of the little lumps in the sand to uncover different treasures.

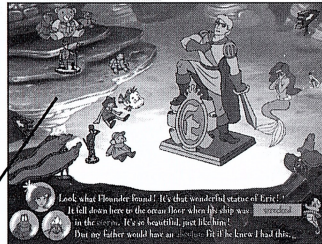


Ariel's Shelf

(Ariel's Gift)

Triton has knocked all Ariel's treasures off the shelf. Flounder wants you to help sort them out and arrange them by size, color or type. Just click on an object, move it to the shelf and click again to release it. Each time you enter this activity, Flounder will ask you to sort them a different way.

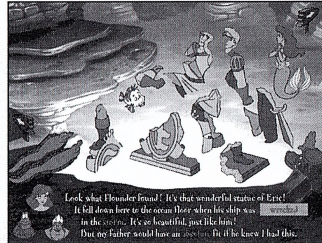
Ariel's Shelf



Statue Puzzle

(Ariel's Gift)

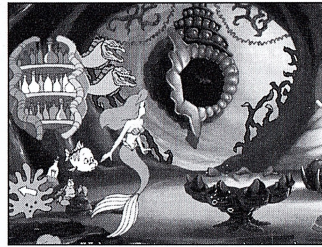
Help Ariel put the pieces of Eric's statue together by matching jagged edges. Start with the base and build up. Once your statue is back together, you can click on it to make it break apart again.



Spell Making

(Ursula's Lair)

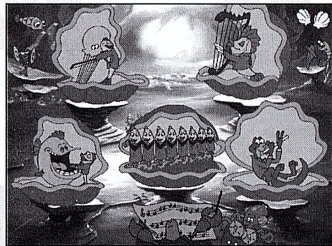
Add the right mix of colored potions to Ursula's cauldron to conjure up mysterious images of the past and present. Just click on the cabinet to see what's inside. Listen to Flotsam and Jetsam's directions, then click on a bottle of colored potion, drag it to the cauldron and click again to release it.



Activities

Make Your Own Music

When you click the Starfish on the music stand from the “Under the Sea” story screen, you will link to the Make Your Own Music activity in which you can choose your own combinations of instruments to play one of four songs, add sound effects, play a melody, and record and save your creation.



Let The Music Begin!

Sebastian is the conductor and needs your help. Click on his music book to choose one of four different songs from the movie. Click on Sebastian to start the music.

Pick Your Instruments

In the four corners of the screen are seashells, each representing a different section of your band. Inside each shell are musicians, each playing a different instrument. When your mouse moves over a musician, your cursor changes to a musical note. Click on a musician to choose a new one.

Here's something nifty: If you choose musicians who have outfits that match the color of Sebastian's sheet music, you will have the perfect combination of instruments, (although you can't go wrong with any combination you choose!)

Direct The Choral Reef

At the center of the screen are eight little fish. Click on them to get a different type of choir. Roll your cursor over each fish to hear it sing its note or use the keyboard numbers 1-8. Play with the fish, making melodies of your own or play along with the songs on pages 12 and 13.

Set The Volume

To change the volumes of the instrument represented inside each shell, use your cursor to drag the shells open or closed. When you click on a shell and hold down the mouse button, your cursor changes to a hand. Then you can open or close the shell as much as you like. You can also click on the top shell to raise the volume or click on the bottom shell to lower the volume. A fully opened shell is the loudest. A closed shell means the sound is off.

Pan From Speaker To Speaker

You can also make certain instruments come out of your left speaker and other ones come out of your right speaker. When you click on a shell and hold down the mouse button, your cursor changes to a hand. Then you can point the shell in toward the left or right of the screen.

Add Sound Effects

In addition to the Choral Reef singers and the shell instruments, there are four sound effects fish in the top corners of the screen. Click on them to make sounds. The blowfish makes a “honk” noise, the scallop shells make castanet sounds, one shrimp plays the guiro (a scraping sound) and the other shrimp plays the cymbals.

Record Your Music

Once you have a song just the way you want it, click on the octopus before you play it again. When song is over, click on the recording machine to hear your composition. To save it, click on the treasure chest icon. Remember to save before you record another song, or else your previously recorded song will be erased.

Play the Melodies

Using the Choral Reef singers, use the keyboard or mouse to play the following Choral Reef fish to play the melody along with the song:

UNDER THE SEA

6 6 6 6 5 7 6 3
The seaweed is always greener
3 3 3 3 1 3 2
in somebody else's lake.
6 6 6 6 5 7 6 3
You dream about going up there.
3 3 3 3 1 3 2
But that is a big mistake.
4 6 6 4 3 6 3 6
Just look at the world around you,
5 7 7 6 8 7 6
right here on the ocean floor.
4 6 6 4 3 6 3 6
Such wonderful things surround you.
5 7 7 6 8 7 6
What more is you lookin' for?
8 7 6 4 8 7 6 8
Under the sea, under the sea.
8 7 6 4 3 8 7 6 4 3
Darlin', it's better down where it's wetter.
8 7 6 8
Take it from me.
8 7 6 4 6 6 4 7
Up on the shore they work all day.
6 7 6 8 8 7 7 6
Out in the sun they slave away.
8 7 6 4 3 8 7 6 4 3
While we devotin' full time to floatin'
8 7 6 6
under the sea.

KISS THE GIRL

1 1 2 3
There you see her
1 1 1 1 1 2 3
sitting there across the way.
4 4 4 4 4 1 1
She don't got a lot to say,
1 1 4 4 5 4 3
but there's something about her.
3 3 6 6 6
And you don't know why,
2 3 4 4 3 4
but you're dying to try.
3 4 3 4 3 1
You wanna kiss the girl.
5 5 5 5 5 6 7 8
Sha la la la la, my oh my.
6 6 6 6 5 8
Look like the boy too shy.
5 5 6 6 5 5
Ain't gonna kiss the girl.
5 5 5 5 5 6 7 8
Sha la la la la, ain't that sad.
6 6 6 6 5 5
Ain't it a shame, too bad.
2 2 3 2 1 1
He gonna miss the girl.

Original songs from the Little Mermaid Motion Picture
"Under The Sea", "Kiss The Girl", "Poor Unfortunate Souls", "Part Of Your World"
Music by Alan Menken
Lyrics by Howard Ashman
© 1988 Walt Disney Music Company (ASCAP)/Wonderland Music Company (BMI)
All rights reserved. Used with permission.
Music for CD-ROM Arranged and Recorded by Martin Erskine and Adam Cohen

PART OF YOUR WORLD

4 4 4 4 5 6 1 1 1
I wanna be where the people are.
1 1 1 1 2 4 1 2 4 5
I wanna see, wanna see 'em dancin',
4 4 4 4 5 6 1 1 1 1 2
walkin' around on those—what-d-ya call 'em?
4 5
Oh, feet.
4 4 5 6
Up where they walk,
4 4 5 6
up where they run,
4 5 6 8 7 7 6 8 7
up where they stay all day in the sun.
7 6 4 1
Wanderin' free,
7 6 4 1
wish I could be
1 4 3 4
part of that world.

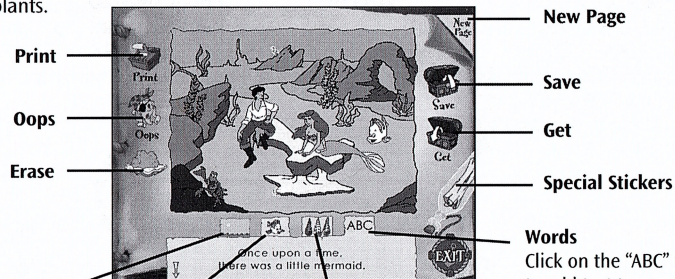


POOR UNFORTUNATE SOULS

3 4 5 5 5 5 6 5 4 6 5 3
I admit that in the past I've been a nasty.
3 3 4 5 5 5 5 6 5
They weren't kidding when they called me,
4 3 4
well, a witch.
2 3 4 4 4 4 2
But you'll find that nowadays,
2 4 4 4 4 2
I've mended all my ways,
2 3 3 3 3 4 4 3 4 5
repented, seen the light and made a switch.
8 5
True? Yes.
3 2 4 3 2 3
Poor unfortunate souls,
5 2
in pain,
5 1
in need.
5 5 6 6 6 6 5 5
This one longing to be thinner.
5 5 7 7 7 7 5
That one wants to get the girl.
5 5 5 8 8
And do I help them?
2 2 1
Yes, indeed.

Make Your Own Storybook

When you click on the starfish holding the book in the “Ariel and Eric’s Wedding” story screen, you will go to the Make Your Own Storybook activity where you can create your own stories using different backgrounds, character stickers, and undersea creatures and plants.



Backgrounds

Click on the scenes tab. Then choose a background for your page. Use the up and down arrows to scroll through more choices.

Stickers

Click on the Flounder tab to add stickers to your scene. Use the up and down arrows to scroll through more choices. If you want to use the special stickers that you’ve found, click on the bottle.

Colors

Click on the color tab to add or change color to your scene. When you click on a coloring shell from the toolbar, it becomes your cursor. Click on an area on your page to fill it with color. When you click on the black and white shell the whole scene turns black and white. To change the scene back to color, click on the multi-colored shell.

Words

Click on the “ABC” tab to add text to your stories. You have two choices. From here, you can type in your own words by clicking on the “ABC” box, or you can add pre-written captions by clicking on the Flounder box. If you choose pre-written captions, use the up and down arrows to scroll through more choices. When you find a caption you like, it will appear below your scene in your printout.

Erase, Undo, New Page

To erase stickers, pick up the pink sponge, drag it over the sticker you want removed, and click. You must replace the sponge to its “home” before you do more work to your storybook creation.

To undo the very last thing you did, click on the “oops” icon.

To start over with a blank page, click on “New Page” in the upper right corner of the screen. If you click this area without saving your previous picture, your previous picture will be lost.

Print

When you are ready to print your page, click on the Print icon. After you do, if you want your printout to be shaded (in color if you have a color printer and in grayscale if you have a black/white printer), then click the Shaded icon. If you want your printout to look like a coloring book page so that you can color it in yourself, click on the Black and White icon.

Save

To save your picture, click on the “Save” treasure chest icon. You can save up to nine pictures. To get a previously saved page, click on the “Get” treasure chest icon. From the page of nine tiny treasure chests, find the small icon of the page you want and click on it. Here’s a tip: if you run out of places to store your creations, try going back and signing in under a different name.

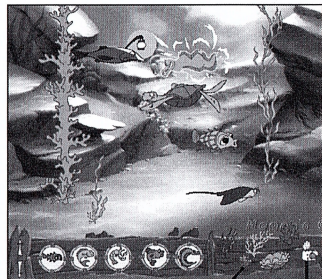
Make Your Own Grotto

(Underwater Scenes)

When you click on the sleeping starfish from the “Ariel’s Grotto” story screen, you will go to the Make Your Own Grotto activity where you can create your own virtual aquarium. Ever wonder what would happen if you put a lantern fish, an octopus and a shark together? Find out how different sea creatures interact and learn fascinating fish facts as you build a virtual underwater scene on your computer screen.

Animals

On the left side of your screen you'll see different fish and swimming creatures. Click on the arrows to see more. Click on the porthole to invite the animal into your grotto. To remove a creature, click again on its porthole.



Animals Plants & Coral Camera

Plants and Coral

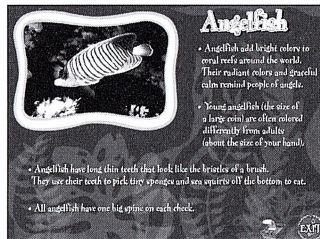
On the right side of the screen you'll see plants, coral and other stationary sea life. Click on one you want to add to your grotto, drag it to the open ocean or the sandy bottom and click again to place it. Watch it grow! If you change your mind about any plant or coral, click on it, drag it to the wooden plank and click to put it away.

Fish Facts

Drag the camera to anything you've added to your grotto. Click to take a picture and get Fun Fish Facts. Click on any of the little starfish to hear the fun facts read aloud.

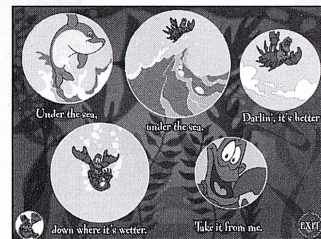
Printing

To print a Fun Fish Fact card, click the printer icon from the fact screen. Place an 8 1/2" x 11" piece of paper in your printer. You will see a color printout of the fish on the top half of the page, and the facts on the bottom half of the page. Cut out the two cards and paste or tape them together, back-to-back. Collect them all!



Sing Alongs

As you move through the story, look for the musical bandshell. When you roll over it, you will hear music coming out of it, indicating a sing-along activity! Click on it to go to the sing-along activity. Click on the bubble in the bottom left corner to toggle between vocal and karaoke versions of the song. When the character's hand covers his/her mouth, you'll just hear the instrumental version of the song and you become the star of the song, just by singing along. Click the character again to return to vocal mode. Click on the Exit button to return to the story.



Exiting the Program

To exit Ariel's Story Studio, click on the Seahorse at the bottom of the screen. Then click on the "Quit" scroll to exit.

Uninstalling

Windows 3.1x

1. From the Program Manager, double-click on the **Disney Interactive** program group to open it.
2. Double-click on the **Ariel's Story Studio Uninstaller** icon.
3. Follow the on-screen instructions.

Windows 95

1. Start Windows, if Windows is not already running, and insert the CD into the CD-ROM drive. Use a disc caddy if your CD-ROM drive requires one.
2. If your CD-ROM is Auto-Play compliant, an introduction screen will automatically appear. Click on **Uninstall** and follow the on-screen instructions.

If the instruction screen doesn't appear, proceed as follows:

1. From the Taskbar, click on **Start** and point to Programs; from the Programs sub-menu, point to Disney Interactive and click on **Uninstall Ariel's Story Studio**.
2. Follow the on-screen instructions.

Macintosh

1. From the Ariel's Story Studio window, double-click on the **Ariel's Story Studio Installer** icon to launch the combined installer/uninstaller program.
2. In the installer/uninstaller program, click on **Uninstall** to remove the Ariel's Story Studio files from your hard drive.
3. When all files are removed, click **Exit** to quit the installation program.

Troubleshooting

Please check the "Parent's Help File" for the latest troubleshooting information.

Customer Support

If your computer system is not running Ariel's Story Studio properly, refer to the Ariel's Story Studio Parents' Help File in the Disney Interactive folder to obtain information about running the program with the best possible performance.

If you need additional information, Disney Interactive offers you a variety of support options.

Disney Interactive Fax-on-Demand Service

This service is available 24 hours a day at (800) 965-5360. Using a touch tone phone you can request information from an easy-to-use menu and have it faxed back to you during the same call or, if you are not at your fax machine, the system will fax the document later. Simply select the number of the document you wish to have sent to you. Select document 1 to obtain a complete list of available documents.

Mailing Address

If you want to write to us, our address is: Disney Interactive Customer Support, 500 South Buena Vista Street, Burbank, CA 91521-7704.

Fax Support

Our fax machine is available 24-hours-a-day at (800) 965-5820.

Disney Interactive Bulletin Board Service (BBS)

Disney Interactive maintains an 8 line BBS at (800) 965-5145, 24-hours-a-day. To connect to the BBS properly, your modem should be set to 8 data bits, No Parity and 1 stop bit using ANSI terminal emulation. Download ALLFILES.ZIP for a complete listing of available files and instructions on using the BBS.

Internet Support

To access information about Disney Interactive programs on the world wide web, point your browser to www.disneyinteractive.com.

Telephone Support

This service is available 24 hours a day at (888) 357-4692. Using a touch tone phone, you can obtain answers to some of the most frequently asked questions regarding Disney Interactive programs. If you need additional information, our Customer Support staff is available Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time).

TDD Support

Our Customer Support for the hearing impaired is available by telephone Monday through Friday from 7:00 a.m. to 7:00 p.m., and Saturday from 8:00 a.m. to 5:00 p.m. (Pacific Time). The toll-free number is (800) 441-1243.

Replacing A Defective CD Or Missing/Damaged/Lost Items

Important! Please include the following information when sending a defective disc or requesting the replacement of a Missing/Damaged/Lost item: full name; daytime telephone

number with area code; complete street address, apartment number (if applicable), city, state, and zip code. There is a \$10.00 fee to replace lost or damaged items.

If you need an item other than a defective disc replaced, include a description of that item. Do not mail us the packaging or other materials; send only the disc or damaged item along with a note describing the reason for replacement to our mailing address listed under "How To Contact Customer Support." Please add "Attn: Replacement" to the mailing address. Please allow four to six weeks for delivery.

Satisfaction Guaranteed!

We are committed to bringing you the best software possible. If you are not satisfied with the program for any reason, just return the disc with a description of the problem and the original sales receipt to us and we will send you a check for the purchase price, plus any sales tax you paid. Please be sure to include in the note your full name, daytime telephone number with area code, complete street address, apartment number (if applicable), city, state, and zip code.

Do not mail us the packaging or other materials; send only the disc, Program Handbook, and your receipt along with a note on how we can better serve you. Please add "Attn: Refunds" to the mailing address. Please allow four to six weeks for delivery. This offer is good in the US and Canada only.

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